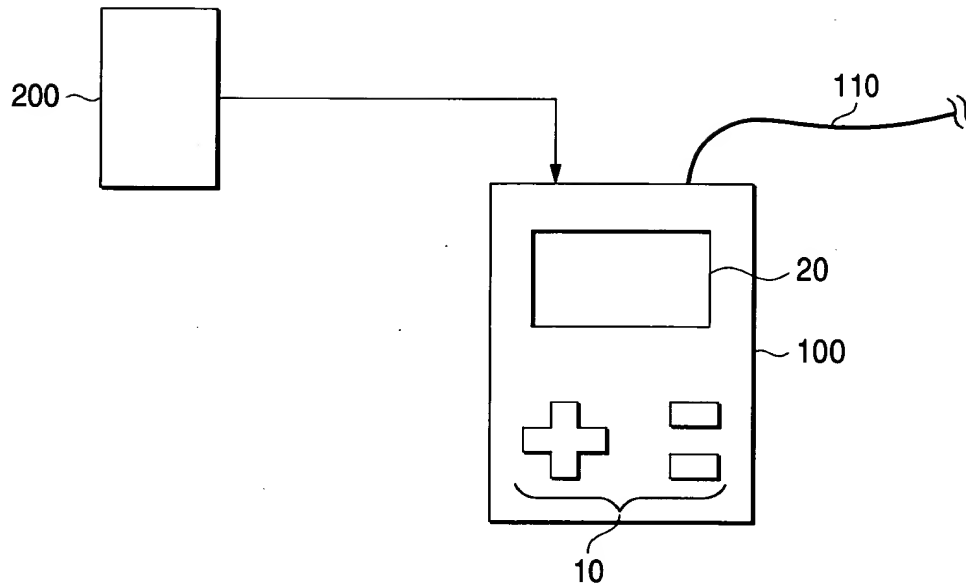


FIG. 1



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FIG. 2

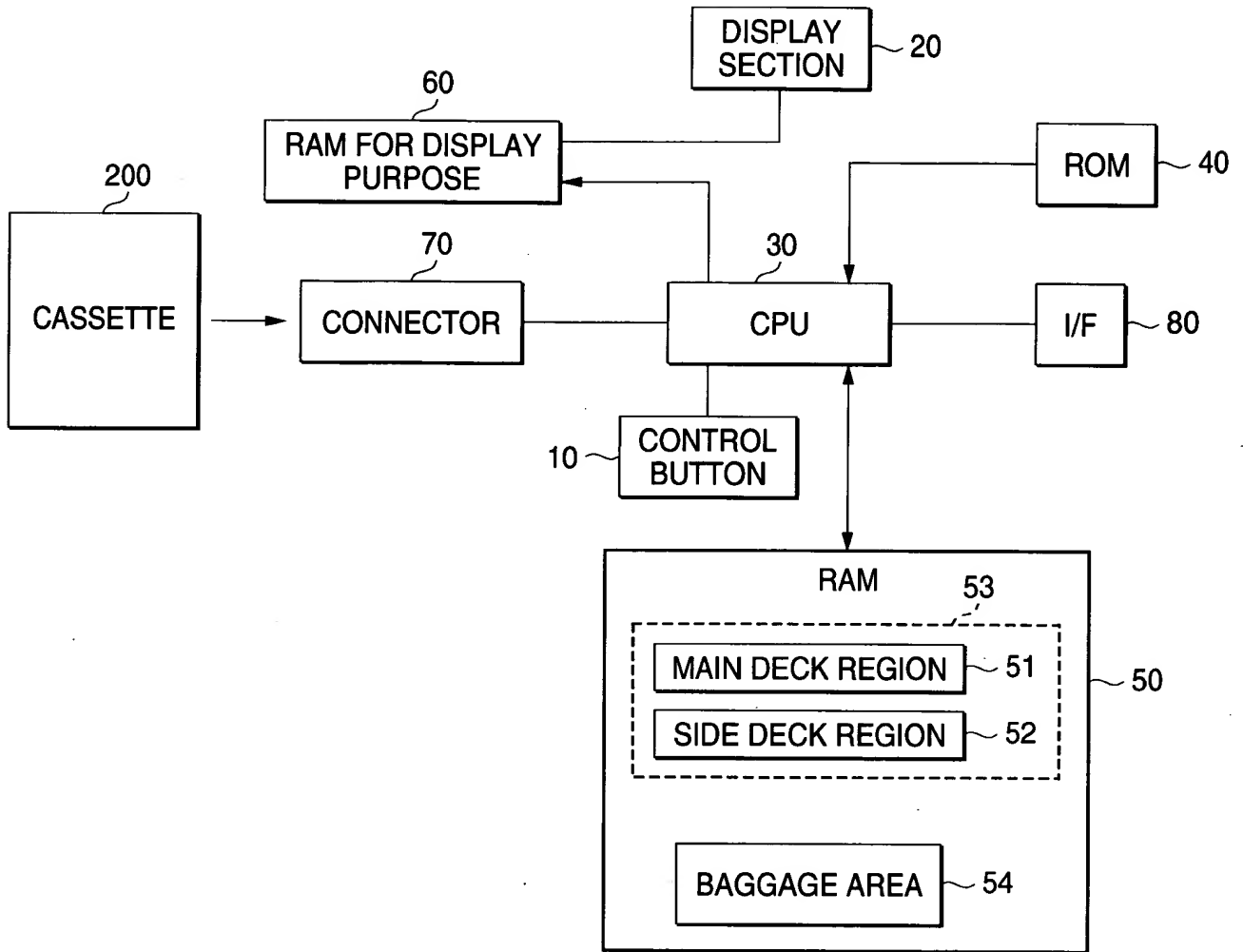


FIG. 3

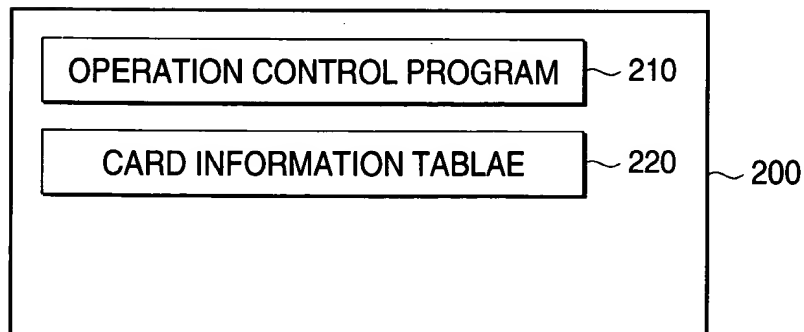
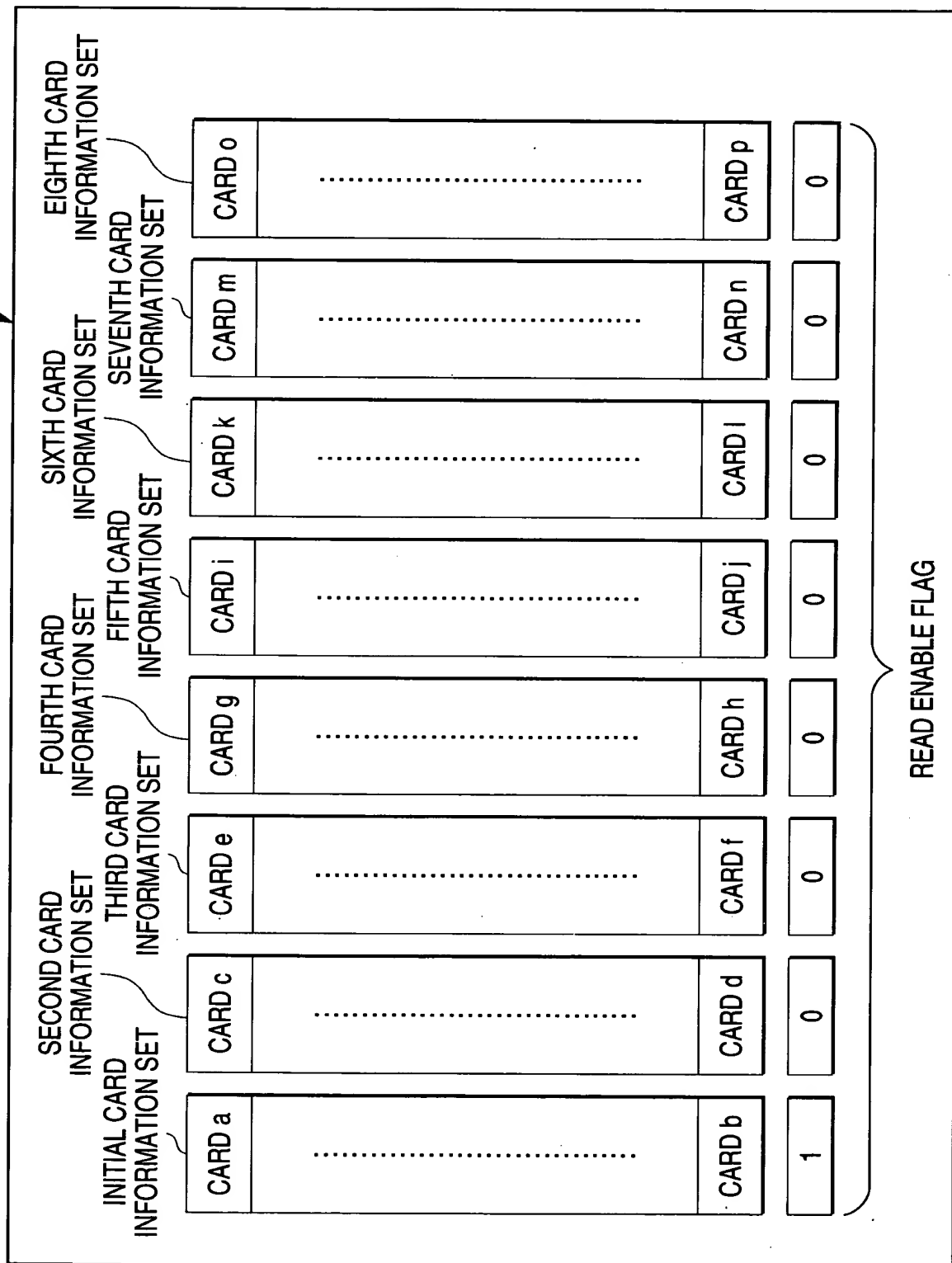


FIG. 4

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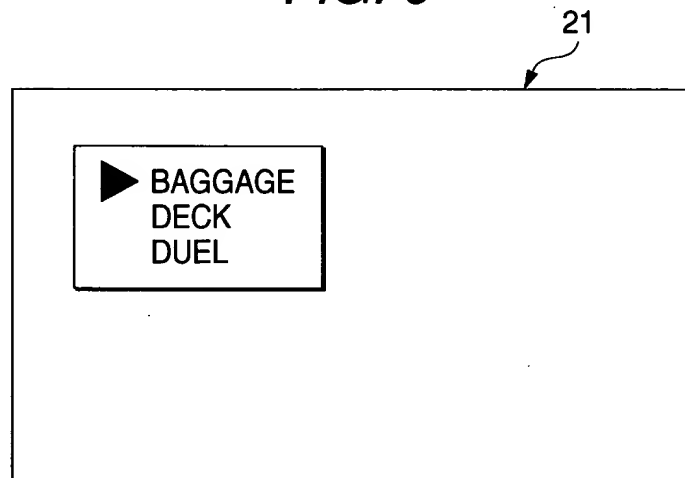


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FIG. 5

CARD NAME			a	c	d	e	f	.....	b
FIELD	NORMAL	OFFENCE	400	2400	920	2000	1810	.....	1300
		DEFENCE	300	2000	1830	1530	1530	.....	1500
	FOREST	OFFENCE	1760	2640	820	1280	2000	.....	1690
		DEFENCE	1320	2200	1930	1730	1530	.....	2015
	WILDERNESS	OFFENCE	2080	2400	828	1242	1800	.....	1300
		DEFENCE	1560	2000	1737	1737	1377	.....	1560
	MOUNTAIN	OFFENCE	1440	3120	800	1242	1800	.....	1300
		DEFENCE	1080	2600	1737	1727	1377	.....	1550
	GREEN FIELD	OFFENCE	1760	2840	825	1242	1800	.....	1430
		DEFENCE	1320	2200	1737	1737	1377	.....	1705
	OCEAN	OFFENCE	1120	2640	828	1242	1800	.....	810
		DEFENCE	840	2200	1737	1737	1377	.....	1085
	DARKNESS	OFFENCE	1400	2400	1200	1800	2500	.....	1760
		DEFENCE	1200	2000	2500	2500	2000	.....	1550
CARD IMAGE DATA			A	C	D	E	F	.....	B

FIG. 6



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FIG. 7

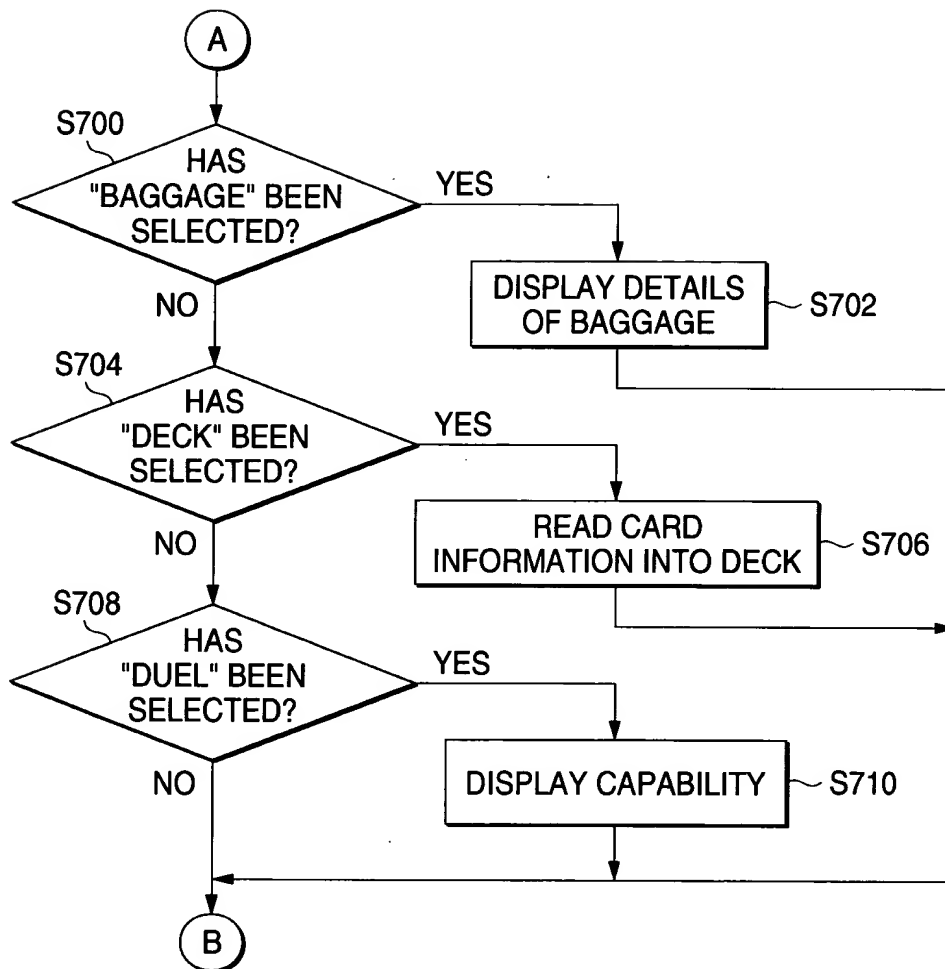
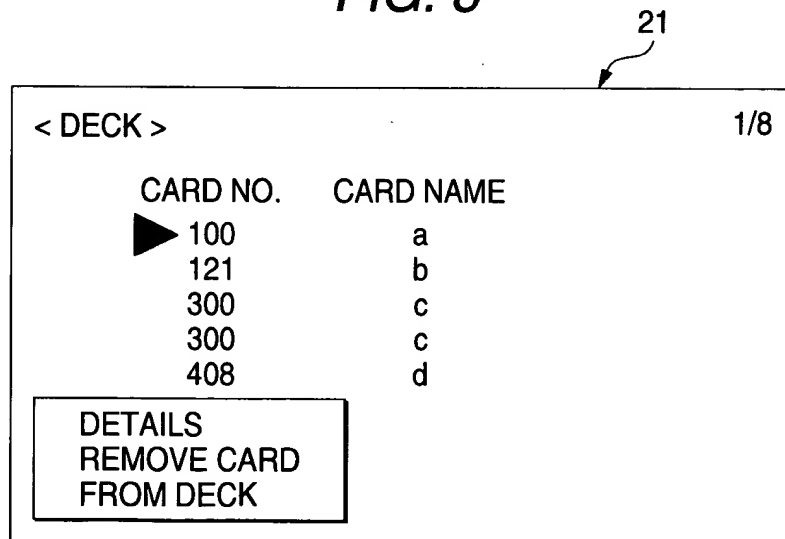


FIG. 8



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FIG. 9

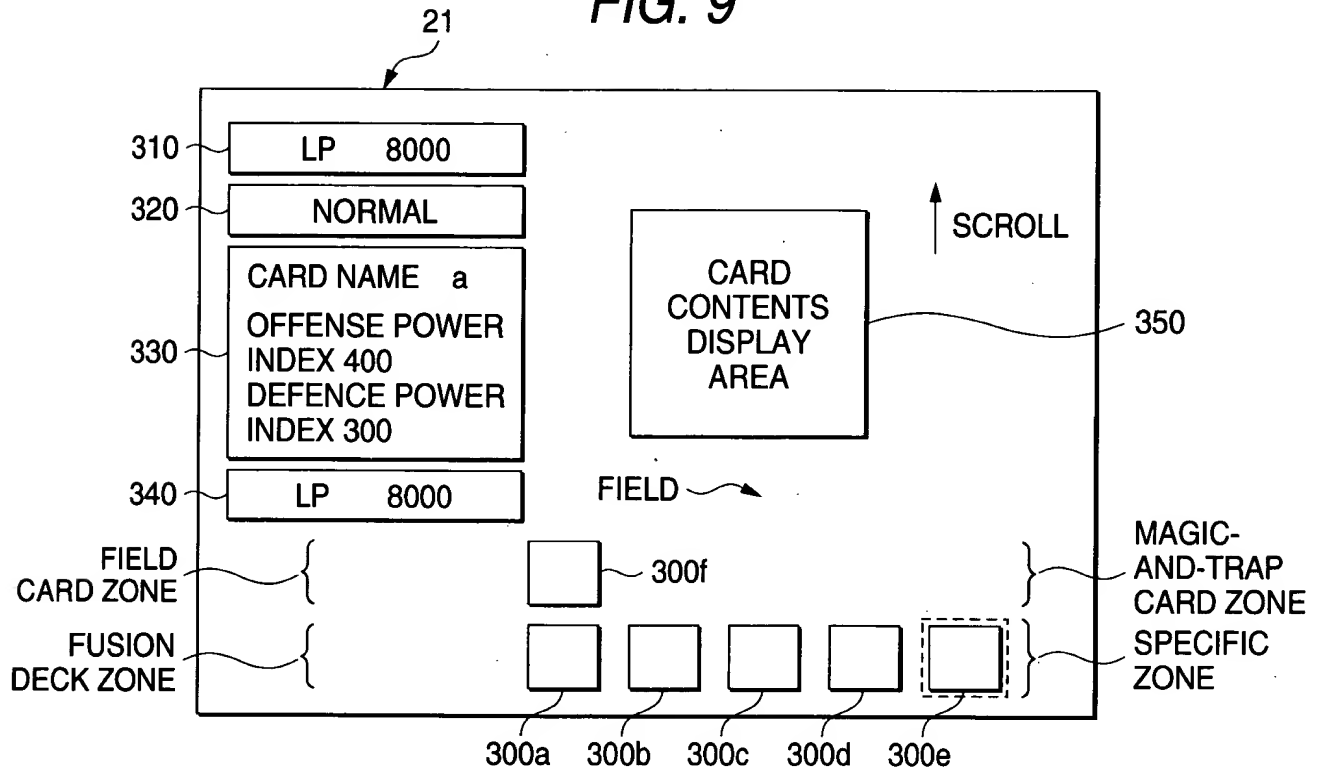


FIG. 10

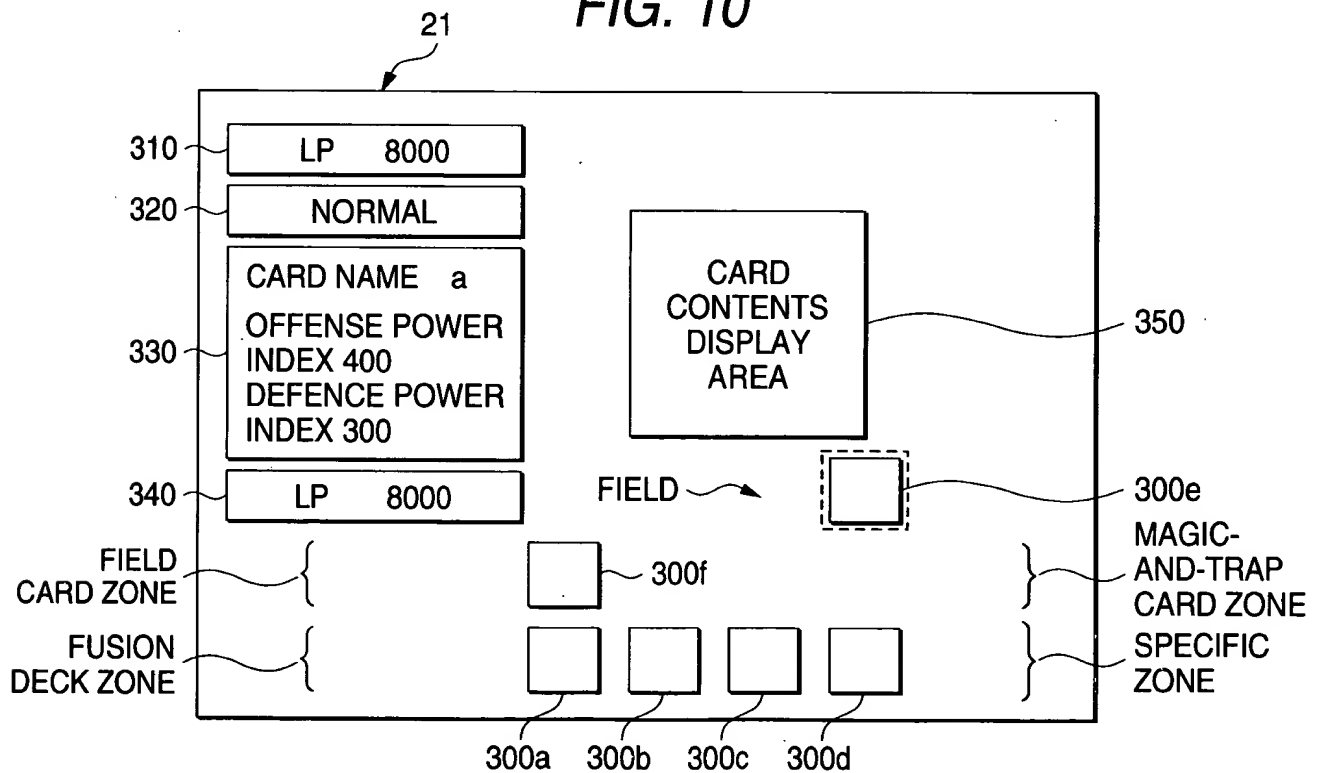


FIG. 11

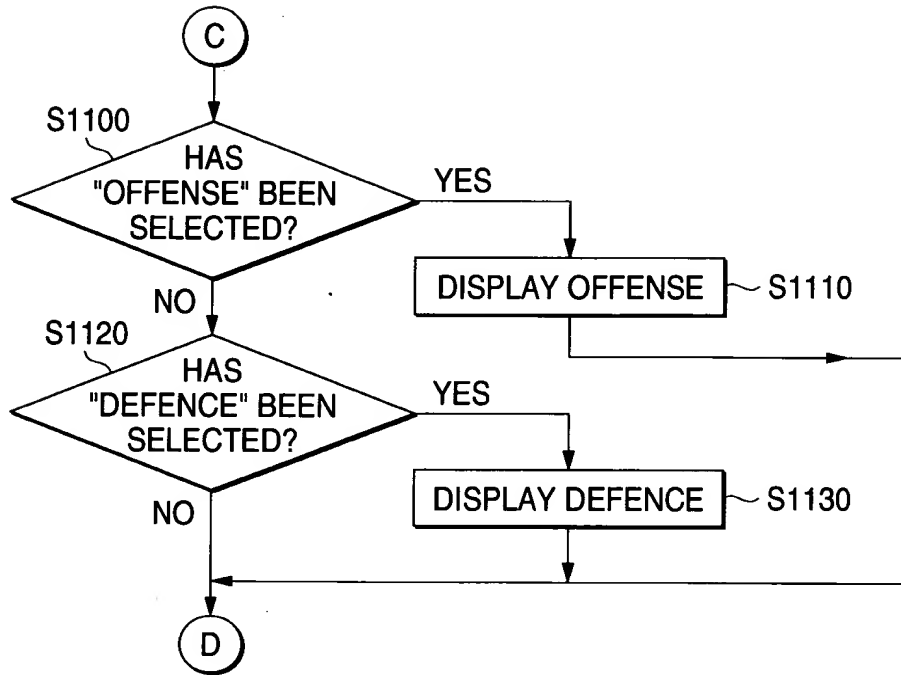
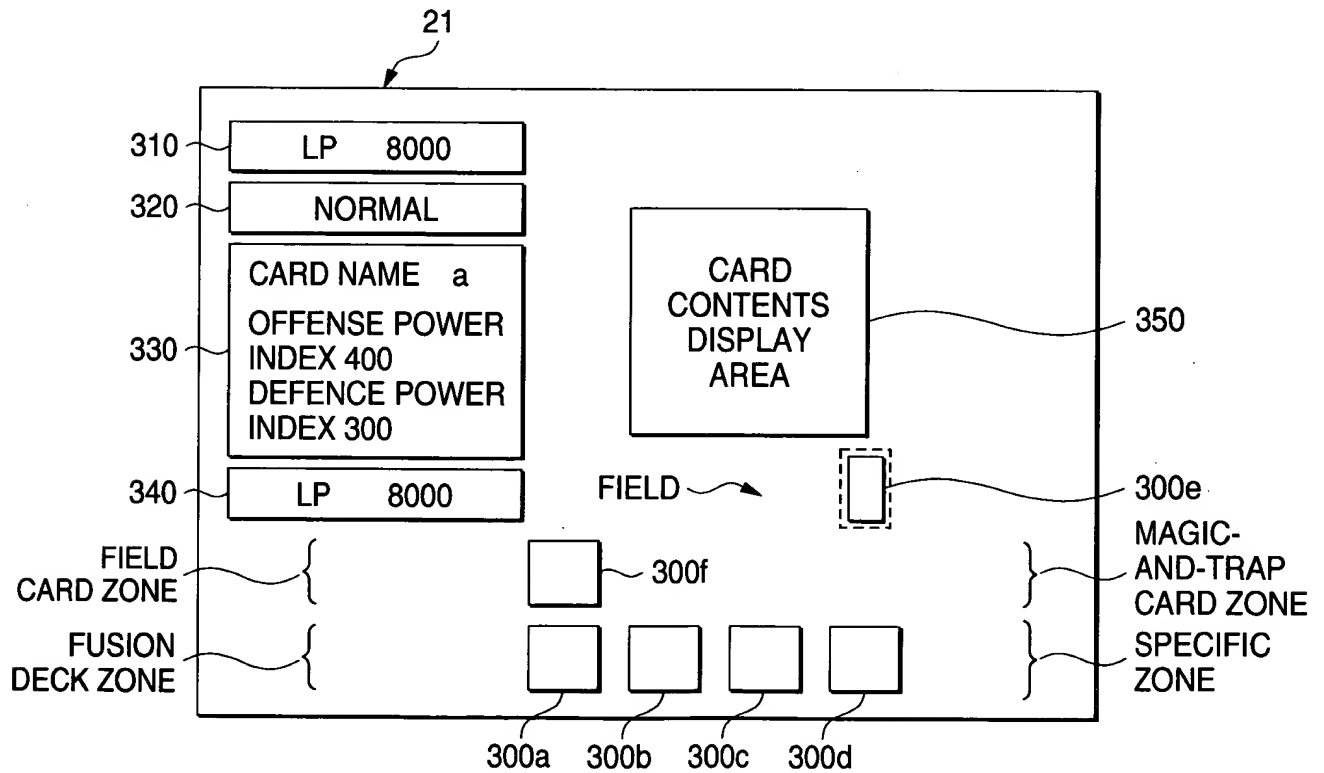


FIG. 12



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FIG. 13

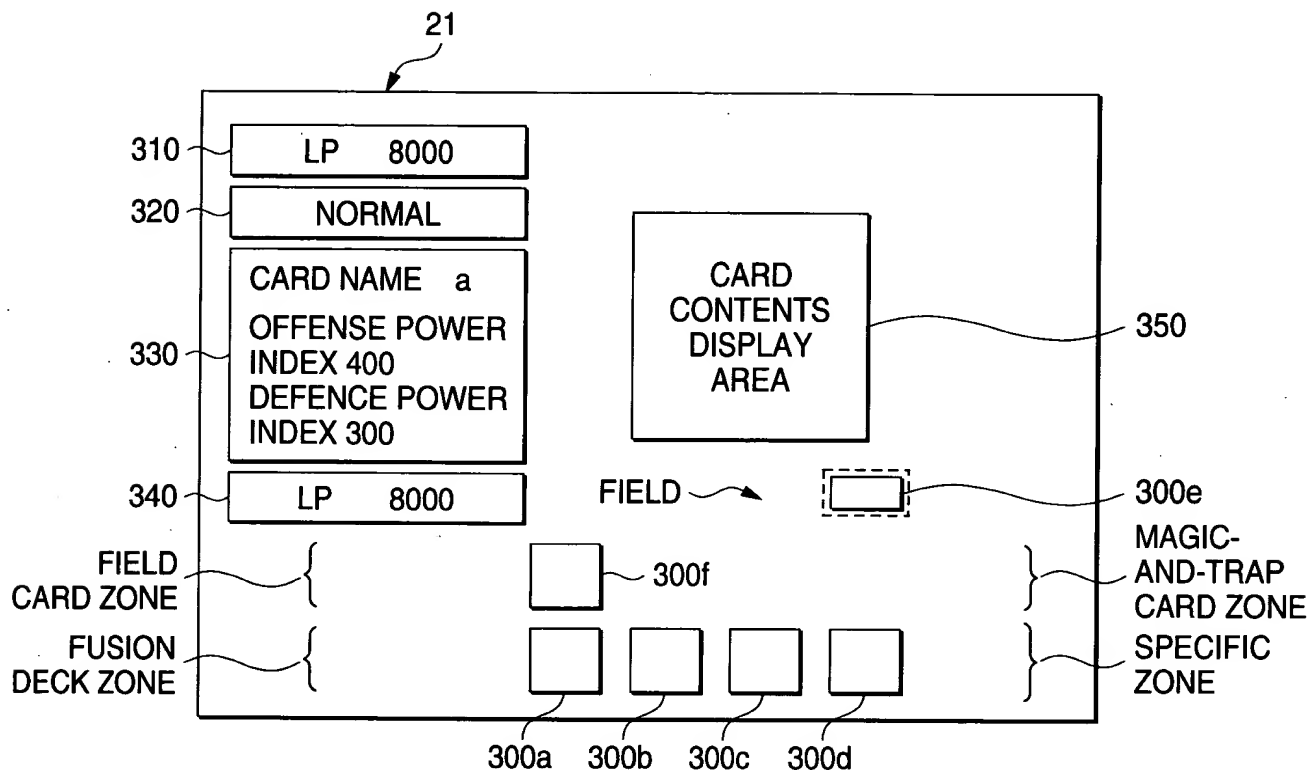
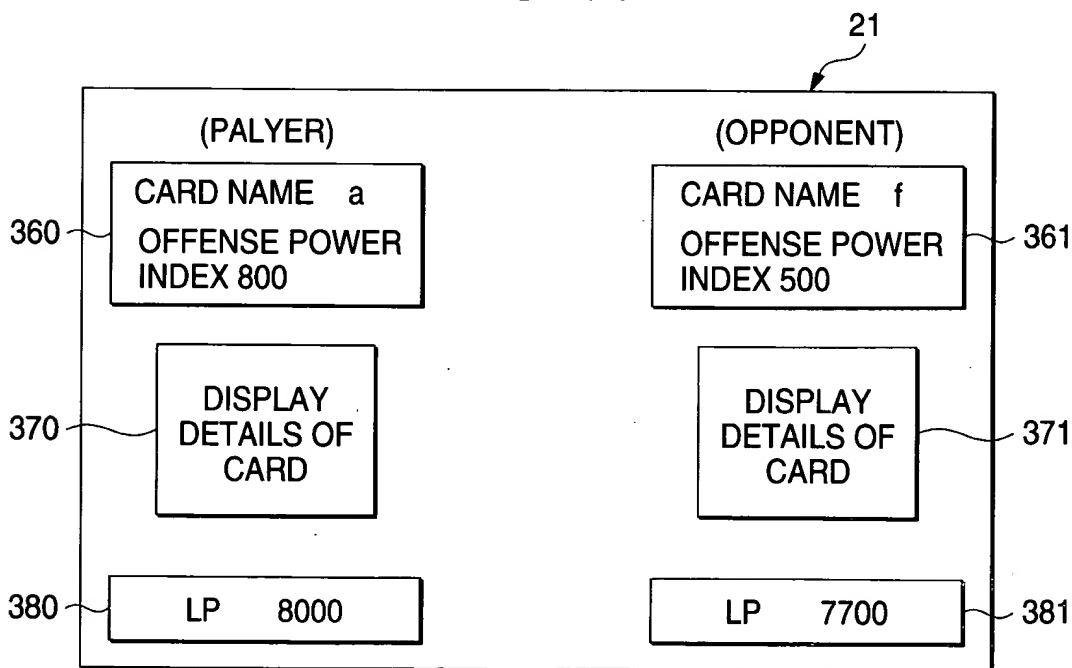


FIG. 14





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FIG. 15

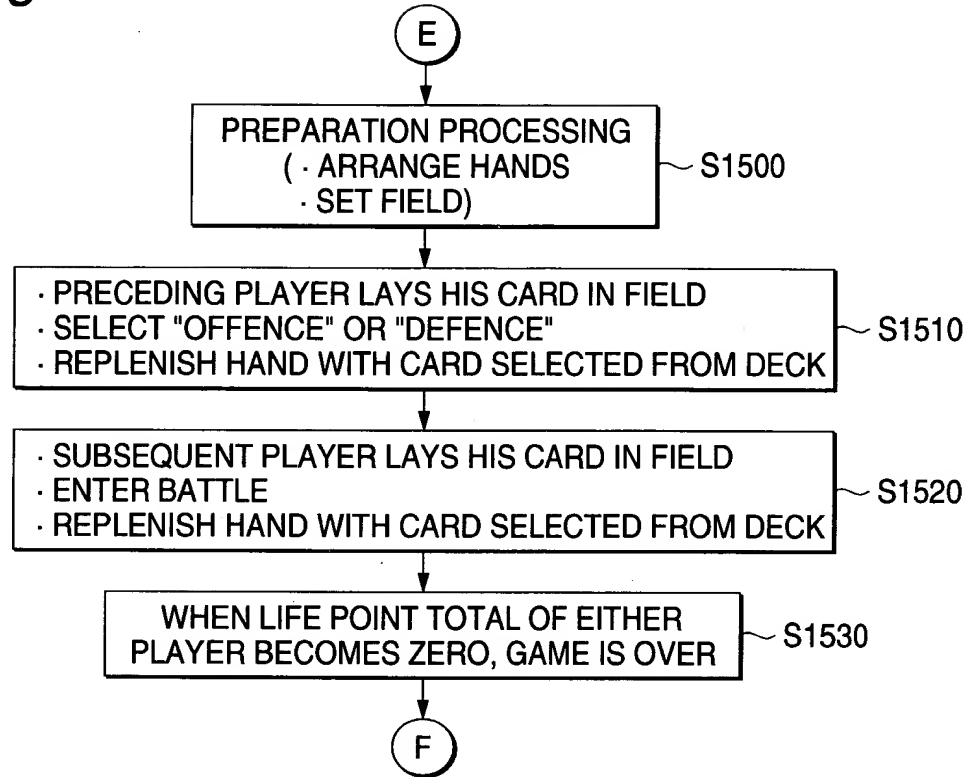
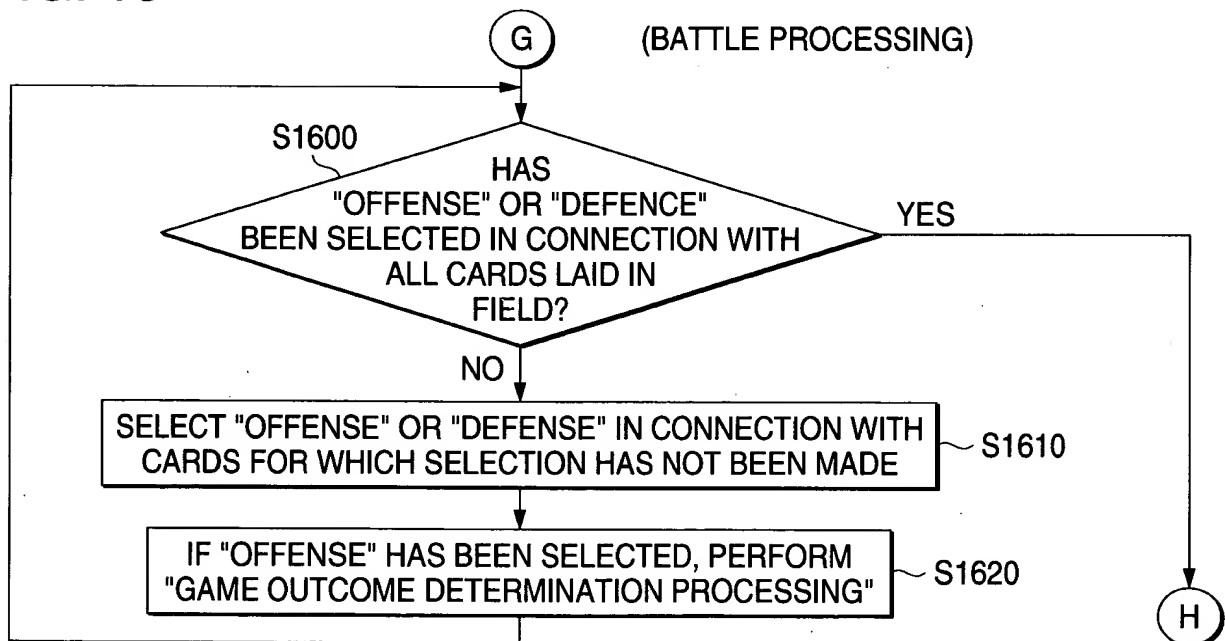


FIG. 16



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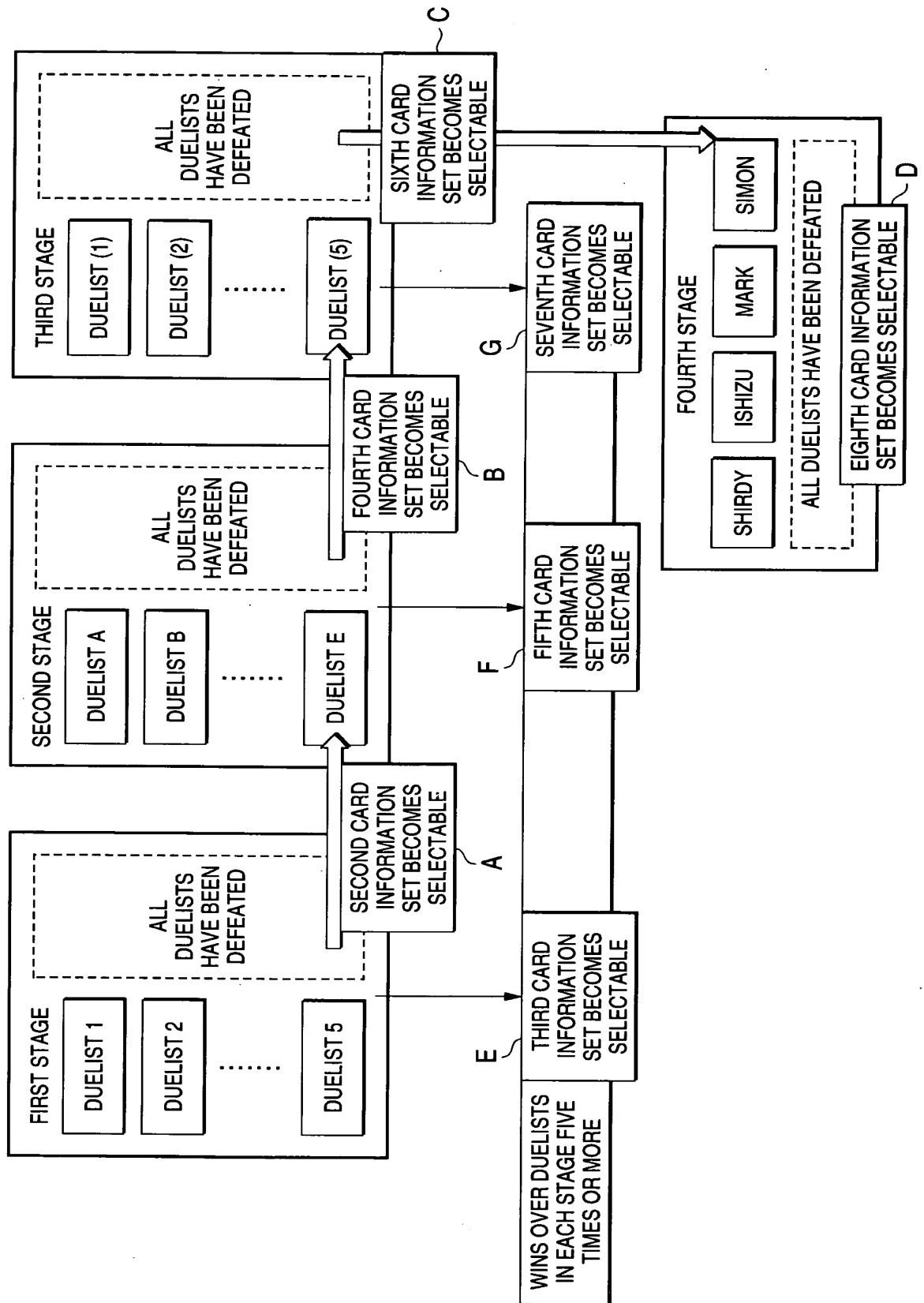
**FIG. 17**

CASE	DETAILS OF PROCESSING
"OFFENSE" VS. "DEFENCE"	· SUBTRACT LIFE POINTS EQUAL TO DIFFERENCE IN OFFENSE POWER INDICES OF BOTH CARDS FROM LOSER'S LIFE POINT TOTAL, AND CAUSE LOSER'S CARD TO DISAPPEAR FROM LOSER'S SCREEN
"OFFENSE" VS. "DEFENCE," "OFFENSE" HAS WON A GAME	· CAUSE LOSER'S CARD TO DISAPPEAR FROM LOSER'S SCREEN
"OFFENSE" VS. "DEFENCE," "DEFENCE" HAS WON A GAME	· SUBTRACT LIFE POINTS EQUAL TO A DIFFERENCE BETWEEN POWER INDICES OF BOTH CARDS
"OFFENSE" VS. "NO CARD IN FIELD"	· SUBTRACT LIFE POINTS EQUAL TO OFFENSE POWER INDEX FROM LIFE POINT TOTAL OF THE PLAYER WHO HAS LAID NO CARD IN FIELD

**FIG. 18**

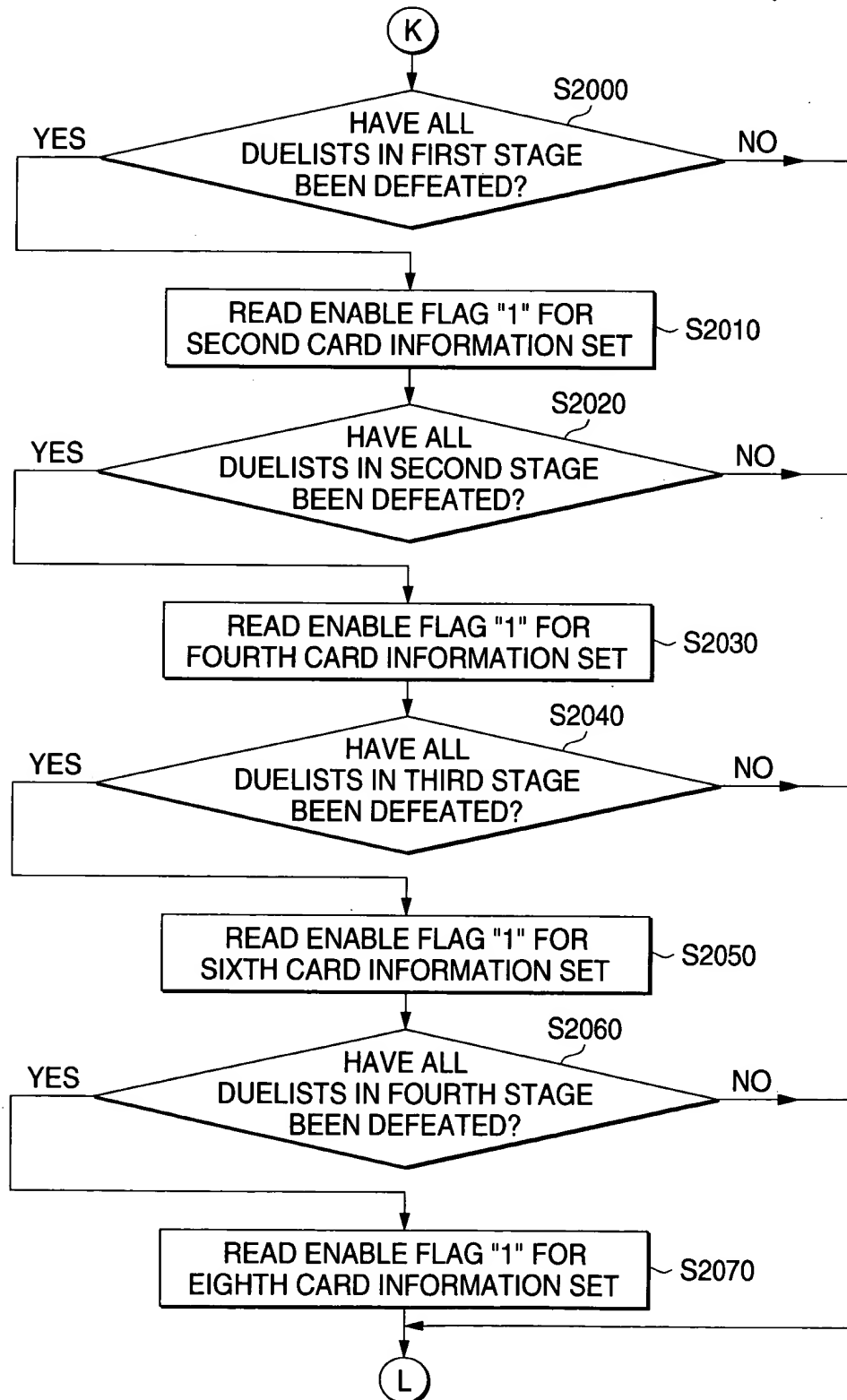
STAGE	OPPOSING CHARACTERS
FIRST STAGE	DUELIST 1, DUELIST 2, DUELIST 3, DUELIST 4 AND DUELIST 5
SECOND STAGE	DUELIST A, DUELIST B, DUELIST C, DUELIST D AND DUELIST E
THIRD STAGE	DUELIST (1), DUELIST (2), DUELIST (3), DUELIST (4) AND DUELIST (5)
FOURTH STAGE	SHIRDY, ISHIZU, MARK AND SIMON

FIG. 19



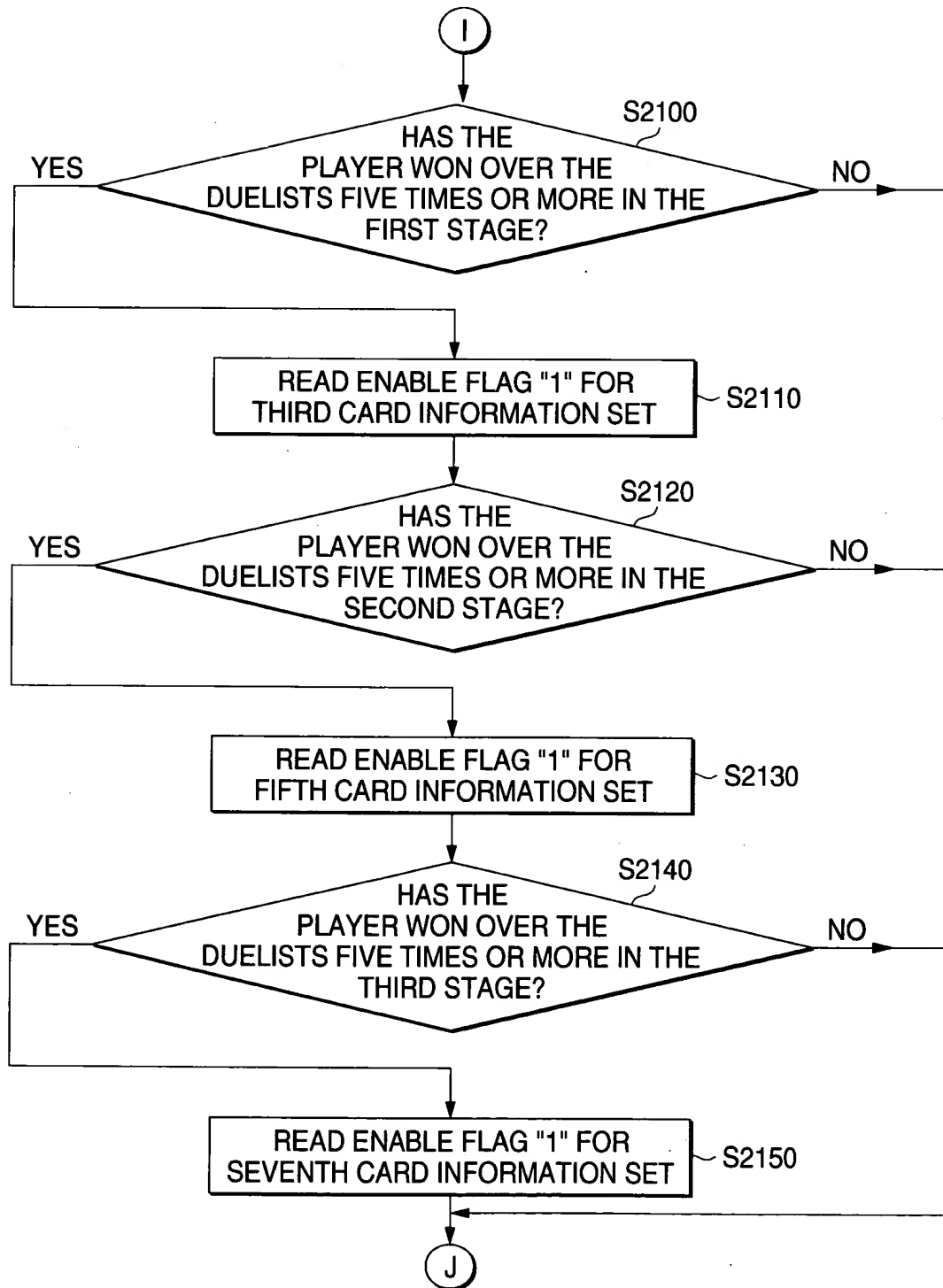
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FIG. 20



109750 6200000

FIG. 21



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FIG. 22

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DATE OF OCCURRENCE OF EVENT	ITEMS	DETAILS OF EVENTS	OPPOSING CHARACTERS	FIELD
SECOND MONDAY ON JANUARY	COMING-OF-AGE DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	KUJYAKUMAI	MOUNTAIN
SECOND MONDAY ON OCTOBER	HEALTH-SPORTS DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	JYONOUCHI	MOUNTAIN
	VERNAL EQUINOX DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	EVERYONE	PLAIN
	AUTUMNAL EQUINOX DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	EVERYONE	PLAIN
JANUARY 1ST	NEW YEAR'S DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	YAMI-YUGI	DARKNESS
FEBRUARY 11TH	NATIONAL FOUNDATION DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	DINOSAUR RYUZAKI	WILDER-NESS
APRIL 29TH	GREEN DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	INSECTOR HAGA	FOREST
MAY 3RD	CONSTITUTION DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	BAKURA RYO	DARKNESS
MAY 4TH	NATIONAL HOLIDAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	HONDA HIROTO	WILDER-NESS
MAY 5TH	CHILDREN'S DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	MUTO YUGI	NORMAL
JULY 20TH	OCEAN DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	KAJIKI RYOTA	OCEAN
SEPTEMBER 15TH	RESPECT-FOR-THE-AGED DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	PANDORA	DARKNESS
NOVEMBER 3RD	CULTURE DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	ESPER ROBA	NORMAL
NOVEMBER 23RD	LABOR THNAKSGIVINGS DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	SHINZAKI KYOKO	FOREST
DECEMBER 23RD	THE EMPEROR'S BIRTHDAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	SETO	DARKNESS
MARCH 21ST	FOUNDATION DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	SIMON MOOLAN	NORMAL
OCTOBER 31ST	HALLOWEEN	YOU CAN GET A CARD IF YOU HAVE WON A GAME	RARE CARD HUNTER	DARKNESS
DECEMBER 24TH	CHRISTMAS EVE	YOU CAN GET ONE BACK-PLUS IF YOU HAVE WON A GAME	EVERYONE	NORMAL
FEBRUARY 14TH	VALENTINE'S DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	KYOKO, MAI	NORMAL
MARCH 14TH	WHITE DAY	YOU CAN GET A CARD IF YOU HAVE WON A GAME	JYONOUNCHI, YUGI, BAKURA, HONDA	

FIG. 23

